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Welcome!

Welcome to Vegas Games 2000. This collection of 21 exciting casino gaming choices has the same rules, payoff, options and glitz that you find along the famous Las Vegas Strip. From the sound of the deal to the pace of the play, this is the ultimate in casino gaming.

The next few pages lead you through the start-up process to the main gaming areas, where it's all about being a real player! You'll learn how to set up different player profiles and how to adjust the different gameplay options. After that, it's off to the casino for the real action! Here you'll learn the rules, payoffs and strategies associated with each game. You'll be rollin' with the players in no time!

MAIN MENU

The first menu you'll see when you start Vegas Games 2000 appears above. From this menu you can do the following:

Play 1 Player Game **-** Selecting this will take you immediately to the Game Select Screen. From there you may elect to play any game or game variant in the following categories: Blackjack, Baccarat, Craps, Roulette, Poker, Slots or Video Poker.

NOTE: In a multi-player setting this option will reflect how many players are registered (i.e. Play 3 Player game). In addition, when more than one player is registered, only Baccarat, Blackjack, Craps and Roulette will be offered.

Player Setup - Before you go straight into the action, you may want to visit the Player Setup area first. There, you can establish a personalized name to save your bankroll under, or activate customized character entries if any exist. If you proceed directly to the playing area, you will be known as "Player 1" and the game will only recognize one active player.

Options - This takes you to the Options menu where you may adjust the sound volume, card backs, or view the Vegas Games 2000 game credits.

Save - If any bankrolls, player names or options have been altered during the game session, the new values or settings may be written to the memory card with this selection.

Load - If a memory card is inserted after the Vegas Games 2000 session has begun, the data on that memory card may be loaded with this selection.

PLAYER SETUP

The Player Setup screen allows you to activate and rename any of the eight player designations. For each designation, you may also reset the bankroll to $5,000 (you'll need to do this if you go bust). In addition, up to 4 players may be activated and different control configurations can be selected per player. Vegas Games 2000 allows up to 8 saved players per memory card, and each slot is listed as shown to the left.

Activate / Deactivate Player - The left hand-column indicates which controller is assigned to each player. Activate a player by highlighting the space in the column that is to the left of that player's name on the menu and pressing the X button on the controller. A list will appear that displays all available controllers that player may be set to. If there are more players than available controllers, more than one player may share a controller. To deactivate a player, highlight the controller that the player is set to and press the X button as before. When the list appears simply indicate "not playing" and Vegas Games 2000 will consider that player inactive.

Rename Player - Rename a player by highlighting the name on the menu and pressing the X button. A window will appear that will allow you to enter a name up to nine characters long for that saved game slot. Renaming a player will not affect the bankroll originally saved with that player.

Controller Configuration - By default, Vegas Games 2000 provides a controller configuration that we feel is the most efficient. However, if you feel uncomfortable with the configuration provided, we offer two others that may be more suited to your playing style. To select either of these, highlight the set configuration to the right of that player's name and press the X button. A controller display will appear that describes the current functionality of each of the buttons. Since the games in the casino have many different actions that can be taken, the button labels here are general descriptions. (Don't worry, each game contains a specific button legend so that you'll always know what the buttons will do.) Additionally, if you have a DUAL SHOCK analog controller, you may activate or deactivate the DUAL SHOCK feature in this screen.

NOTE: The instructions in this manual apply to the default configuration offered: Configuration A.

Bankroll Reset - To reset the bankroll for any player, highlight the dollar amount to the extreme right of that player's name and select it. A window will appear that asks you whether you really want to reset that player's bankroll to $5,000. Think twice before you decide to do this, for resetting the bankroll in conjunction with renaming effectively deletes the player. You can always change a name back, but once reset, the bankroll is gone forever!

OPTIONS

Selecting "Options" from the main menu allows you to both adjust the audio levels in the game and select the backs for the cards you will use in Baccarat, Blackjack, and Poker. While audio levels may be adjusted from within the game through the In-Game Pause feature, the card backs may only be adjusted through this set of option controls.

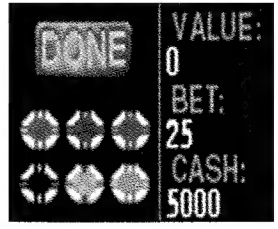
Audio - In "Audio" players may adjust the volume for both the game effects and the ambient sound independently. From this screen the player may switch between stereo and mono modes.

Card Backs - This option allows you to select from the Vegas Games 2000 game's wide selection of card backs.

IN-GAME OPTIONS

Now that you've registered yourself and gotten your $5,000 bankroll, you're probably anxious to get started. However, there are two important features of Vegas Games 2000 that appear in more than one game, so it would be wise to familiarize yourself with them in advance since your money is at stake!

Quick-bet Interface -



When I asked one of the better gamblers I know what the secret to success in the casino is, he replied, "It's simple: bet small when you're going to lose, and bet large when you're going to win!"

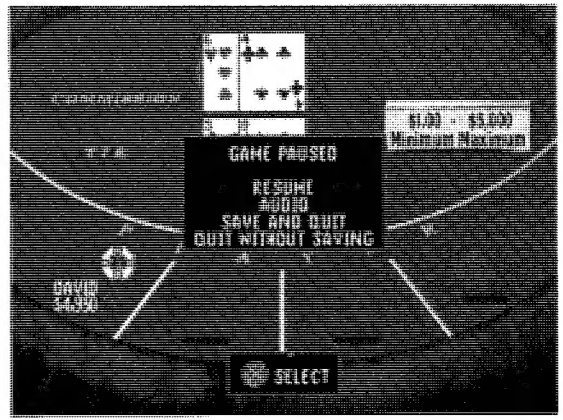
When playing Baccarat, Blackjack, Craps and Roulette, Vegas Games 2000 makes it easy to adjust the size of your bet between rounds through the Quick-bet Interface. While playing these games, the □ button opens the interface. Adjust the size of the bet by navigating the cursor over the different chip denominations (Blue - $1, Red - $5, Green - $25, Black - $100, Pink - $1,000, Yellow – $5,000). Press the ○ button

to add that chip value to your current bet amount. Pressing the △ button will remove that chip value from the current bet amount. For the games mentioned above, once the bet amount is set and the Quick-bet Interface is closed, placing a bet with the ○ button will place a bet in the amount of what was established through the bet interface. If the Quick-bet Interface is not used, the default bet is $25.

Saving Games / In-Game Options - Whenever you're in the middle of a game, the START button will pause the game and allow you the opportunity to leave the game you're playing at the time. When you do, you may elect to save your bankroll at this point. Saving will write your new bankroll to the memory card, so even if the console is turned off or reset, you will have the same amount of money that you had when you performed the save. Whenever you elect to save your game, any progressive jackpots that have been increased during play will be saved as well. The In-Game Pause menu also allows you to adjust the sound levels of your game.

When quitting games in Vegas Games 2000, it is usually a good idea to quit in between rounds of play. If games are quit after coins are inserted into Slot and Video Poker machines, the dice are rolled, Poker antes are made, the Roulette wheel is spun, or Blackjack and Baccarat hands are dealt, any money wagered will be lost upon quitting.

Quick Reset - While playing any of the games, it is possible to exit to the Game Select Screen. To do this, press and hold the SELECT button. Then, press and hold the START button for two seconds. This will quit the game you're playing and you will be taken immediately to the Game Select Screen.

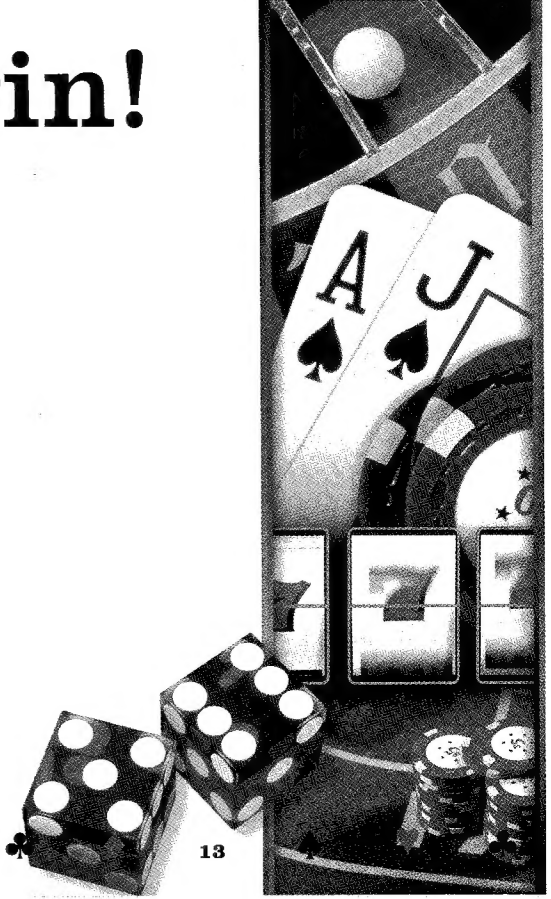


GOING BROKE

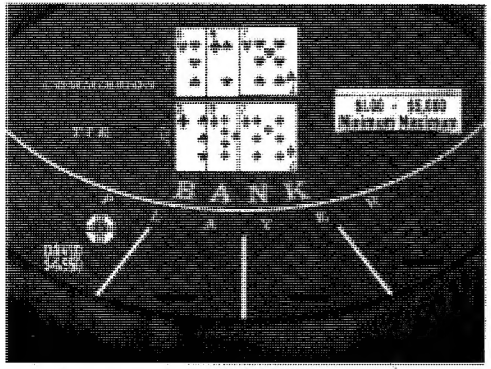
Vegas Games 2000 is like any casino you'll find in that, as the House, it will do what it can in order to reduce your bankroll to nothing. Should this ever happen, Vegas Games 2000 will not allow you to play because you have nothing to bet! However, just so you're not left completely in the poorhouse, Vegas Games 2000 provides a feature to allow you to reset any player's bankroll to $5,000. This is done by going to the Player Setup screen and highlighting the bankroll you'd like to reset. Once you have your $5,000 back, you'll once again have the run of the casino!

Let the Games Begin!

On to the fun part! You've picked your player name and you've got a wad of cash in your pocket. Now skip the lounge act, you're ready for action. The following sections teach you the basics of playing each Vegas Games 2000 game and provide some strategy hints to give you the best shot at winning big. These instructions assume you are already in the corresponding game. Each section is titled with the same name as the game it describes: Video Poker, Slots, Blackjack, Craps, Poker, Baccarat and Roulette.



Baccarat



Baccarat is a game with a reputation – a reputation that varies from source to source. Gambling experts know it is the game with the smallest house advantage and best player odds in the casino. Casino operators know it is one of the least popular games going, despite the great odds. Some players think it is a complicated card game with a host of difficult rules to remember. Some players think it's a game that is as simple as betting on heads or tails. To some degree, all of these viewpoints are correct.

How to Play

There are two things you need to decide in Baccarat. First, how much you are going to bet, and second, in which of the three places you are going to place that bet. The dealer takes it from there, and later you'll learn why you should be glad he does. But first, let's talk about your part in the game.

Decide your wager first, as explained in the Quick-bet Interface instructions. Then, decide who or what you are going to bet on. Do you think your hand will win, do you think the dealer or "Bank's" hand will win, or will the game end in a tie? Move your bet to either the Bank's side of the table, the Player's side of the table or on the box labeled "Tie". Press "Ready" and the dealer will begin his complicated role in the game.

The dealer must deal and play both the bank and player hand according to strict rules. Basically the rules are as follows: Two cards are dealt to the player and the dealer. An Ace is worth one, a ten or face card is worth zero, and all other cards are worth their numeric value. The value of the two cards is totaled. If the sum is greater than ten, the first number is dropped. For example, if you had a point total of 14, the cards would actually be worth four points. The hand with a point total closest to nine wins.

It doesn't end with just the first two cards dealt; sometimes the dealer or player must draw another card. If you have a point total of 0, 1, 2, 3, 4, or 5 you must draw a card. If you have a six or seven you must stand. If you have an eight or a nine, this is called a natural. If the dealer does not have an eight or a nine when you have a natural, the game is over and the player wins automatically.

After your hand is played out, the dealer begins play. If his first cards total less than three, he always draws a card. If they total three, the dealer will stand if the third card you drew was an eight; otherwise, he will draw. If the

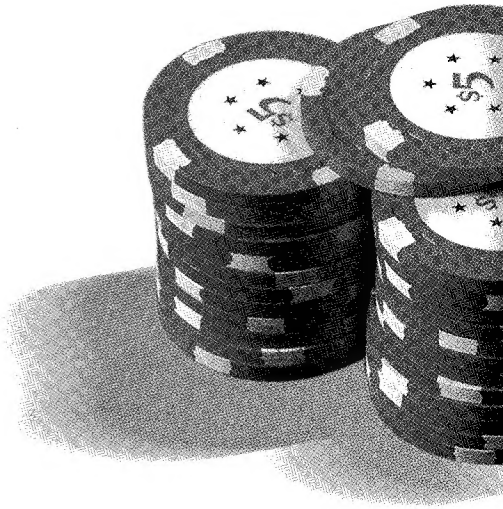
dealer's hand totals four, he will draw if your third card was a two, three, four, five, six, or seven, and the dealer will stand if your third card was an eight, nine, or ten. If the dealer's hand totals five, he will draw if your third card was a four, five six, or seven, and the dealer will stand if your third card was a one, two, three, eight, nine, or ten. If the dealer's hand totals six, he will draw if your third card was a six or a seven, and he will stand if your third card was a one, two, three, four, five, eight, nine, or ten. Finally, the dealer always stands on a 7, 8 or 9. Now aren't you glad the dealer is in control of this part? Don't let the mess of rules scare you away from Baccarat. Remember that this aspect is all in the dealer's capable hands, and you only have to worry about how much and where to wager.

Strategy

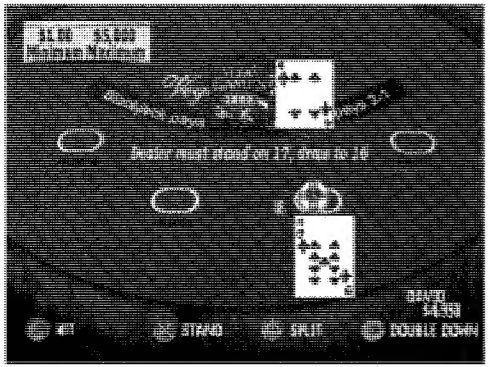
In Baccarat, the Bank's hand has a slight advantage over your hand because the dealer plays out his hand last. This small edge is chipped away by something called a "Commission." Whenever you win while betting on the Bank's side of the betting line, you will notice that some of your winnings drift up to the top left-hand side of your screen to a box labeled "Commission."

In Baccarat, five percent of all winning bets on the Bank go back to the casino in the form of this commission. However, no commission is charged to wins on the player's hand, which wins 49.3 percent of the time. The question, when betting, is whether or not you want the slightly advantageous hand of the banker (it wins 50.7 percent of the time), or if you want to avoid that commission and take a bet that, by a very small margin, is less likely to win.

When all is said and done, no matter which bet you make out of the two, you are making one of the best bets in the entire casino. The casino edge is wonderfully low in this game (just slightly over one percent); in fact, there is really only one bad move you can make in Baccarat, and that move is betting on the tie. Ties pay eight to one, but the odds of any hand resulting in a tie are actually ten to one. This means the casino payback is only 81.5% of what the odds are. If you keep your bets somewhere in the center of the table and out of the "tie" box, then you can't go wrong in Baccarat.



Blackjack



Blackjack is probably the most popular table game in Vegas, with good reason. If you use common sense in your play, you stand a good chance of coming out of a game with most of your money and maybe even some winnings. And, with advanced strategy, you have an excellent chance of consistently beating the house. This section teaches the basics of good Blackjack play, plus a basic card counting system that can greatly improve your earnings. The card counting strategy takes some time to master, but your Vegas Games 2000 dealer is very accommodating, much more than any you'll find on the Las Vegas Strip.

Deck Options

In Las Vegas you find a device called a "shoe" on most tables. A shoe holds several decks of shuffled cards. The dealer deals cards from the shoe one by one to himself and the players. Most tables in Vegas use a shoe, and the ones that don't are usually crowded with players. These tables are popular because the dealer is using only one or two decks of cards which has some definite advantages.

The main advantage to one deck play is that you have a better idea of what you AREN'T going to get. The more decks you are playing with, the more possibilities in every hand. Even playing with two decks, you could end up with four deuces in a row and still face the possibility of seeing that card several more times. Some players consider this sort of randomness an advantage, and actually prefer the use of multiple decks. Those players may also appreciate the fact that the game is stopped less often for shuffling.

In Vegas Games 2000 you may choose to play a single-deck game, or a game using a two or four-deck shoe. The choice will be given to you when you select the Blackjack game from the Game Select screen. Note that using a single deck is the best way to effectively execute the counting strategies discussed later in this section.

How to Play

The Blackjack table in Vegas Games 2000 looks like any Blackjack table across the world. The dealer faces a semi-circle of spaces where players place their wagers. Up to four players can play at once against the dealer. To begin the game, decide how much you wish to bet through the Quick-bet Interface. Place your bet on the oval in front of your Player Name, and then press "Ready." The dealer then deals each player, including himself, two cards. The players' cards are dealt face up; the dealer receives one card facing up, one down. The object is to

beat the dealer's hand by coming closer than he does to a hand value of 21, without going over. In Blackjack, Aces are worth either one or 11 points (at the player's discretion), face cards are worth ten points, and all other cards are worth their numeric value.

It's Your Call

You must play your hand in Blackjack only knowing the dealer's exposed card. The two most common options the player uses are "Hit" and "Stand." To hit a hand means to take an additional card. Hit as many times as you like by pressing the ○ button. If a hit puts your card total over 21, you have "bust"-ed and your cards and wager are taken away. If you hit and get exactly 21, the computer automatically moves on to the next player or the dealer finishes the hand.

Choosing to stand on a hand means keeping the cards you have. You may choose to stand immediately, or wait until after you have taken other actions on your hand. To stand, press the X button. Other gameplay actions are detailed below.

Split

Splitting is an option at the beginning of a hand. To split a hand, the first two cards dealt must be equal in rank. When this happens, the "Split" button appears. If you choose to split, hit the △ button and the pair will be separated. Each card from the pair then functions as the first card in a new, separate hand. An additional bet must be placed on the second hand that is equal to the original bet, which the game does automatically when you decide to split. Both hands then play as normal hands, one at a time. If you split Aces, the rules change. When Aces are split, only one additional card is dealt to each new hand and no other hits may be taken.

Double Down

To double down on your hand, press the □ button (Double Down) when it appears. The game automatically doubles the current wager on your hand and gives you one additional card, which is dealt face down. Vegas Games 2000 allows you to double down with any two cards, provided you have sufficient funds.

Natural Blackjacks

A natural Blackjack occurs when your first two cards are an Ace and a card with a value of ten, which puts the hand's value at 21. Unless the dealer's up card is an Ace, you win automatically, so the payoff is made before the dealer's hand is even played out. While the normal payoff in Blackjack is one to one, a natural Blackjack pays three to two.

Insurance

Just as a player gets a natural blackjack once in awhile, unfortunately, the dealer does too. If the dealer's face up card happens to be an Ace, fear of a dealer Blackjack sets in. At this point the players are given the option of buying insurance. Insurance costs half the wager you have on your hand. If you take insurance and the dealer Blackjacks, you lose your initial bet to the dealer's winning Blackjack, but your insurance bet is paid two to one, so overall you break even. However, if the dealer does not have a Blackjack, you lose your insurance bet and then play out your hand as usual.

Whenever the dealer has an Ace showing, two buttons will appear in the button legend asking whether you want to buy insurance. Press the appropriate "yes" or "no" button. If you accept the insurance, the game automatically bets the appropriate amount. If the dealer has Blackjack, his other card will be turned

over, all wagers collected and insurance bets paid off. If the dealer does not have Blackjack, the game continues as normal and insurance bets are collected.

The Dealer's Play

Once the players exercise their options and play out their hands, the dealer plays out his hand, but without the same freedom the player has. The dealer must follow the same strict rules of play, no matter what cards the players are holding. The rules are simple, the dealer must take hits until he gets a 17 or higher, at which point he must stand. If the dealer has a "soft" 17, meaning one of his cards is an ace that could function as either a one or eleven, the dealer must treat it as 11 and stand.

Strategy

First, the very basics: Always hit when you have 11 or below, always stand when you have 18 or more. If you have a point total of 11 or less, and the highest card you can draw in Blackjack is valued at 10, then you have no chance of going over 21 and losing if you take a hit. There is no risk, so take a hit. If you are holding 18 or more in your hand it would be foolish to risk taking another card, as there are so few in the deck that won't bust your hand.

The novice player almost always neglects the next basic rule of Blackjack. Consider the dealer's up card when deciding your actions. The point of Blackjack is not to simply come close to 21 points, but to beat the dealer's hand. If you neglect to take his hand into consideration, you are overlooking a key component to achieving your objective.

Because you only know one of the dealer's cards, you have to make some assumptions about the other. The safest assumption is that there is a ten underneath. Out of 52 cards, 16 have a value of ten; that's almost a third of the deck. In general,

Blackjack Basic Strategy Card

	Dealer's Upcard									
Player's Hand	*2*	*3*	*4*	*5*	*6*	*7*	*8*	*9*	*10*	*A*
A A	SP	SP	SP	SP	SP	SP	SP	SP	SP	SP
10 10										
9 9	SP	SP	SP	SP	SP		SP	SP		
8-8	SP	SP	SP	SP	SP	SP	SP	SP	SP	SP
7 7	SP	SP	SP	SP	SP	SP				
6-6		SP	SP	SP	SP					
5 5	DD	DD	DD	DD	DD	DD	DD	DD		
4-4										
3-3			SP	SP	SP	SP				
2-2			SP	SP	SP	SP				
soft 19-21										
soft 18		DD	DD	DD	DD					
soft 17		DD	DD	DD	DD					
soft 16			DD	DD	DD					
soft 15			DD	DD	DD					
soft 14				DD	DD					
soft 13					DD					
hard 17 21										
hard 16										
hard 15										
hard 14										
hard 13										
hard 12										
11	DD	DD	DD	DD	DD	DD	DD	DD	DD	
10	DD	DD	DD	DD	DD	DD	DD	DD		
9		DD	DD	DD	DD					
8										
7										
6										
5										

Key Hit · Stand · DD Double Down · SP Split

play your hand as if the dealer's hand contains the up card and a ten. Using that assumption we can group the dealer's hands into strong, weak, fair and downright dangerous hands.

Strong Dealer Hand

Let's go over the strong dealer hands first. If the dealer has anything above a six showing, he's sitting on a strong hand. With our assumption that the bottom card is a ten, and remembering the rules of how the dealer must play, he could simply stand with a seventeen, eighteen, or higher hand. When the dealer has this type of strong hand there are a couple things you do and don't want to do.

First, you don't want to double-down. Why put up more money against such a strong dealer hand? Second, you do want to be liberal with taking hits. Let's say you've got a 16, a terrible hand to be stuck with. It is always risky to hit on a 16, because there are so few cards in the deck that won't make you bust, but if you are looking at a strong dealer hand it is actually riskier to stand. The final thing to remember with a strong dealer hand is to be cautious about splitting. Don't just split anything - it means more money is at risk and you will have to create two great hands to beat the dealer's strong hand.

Weak Dealer Hand

What constitutes a weak dealer hand? An upcard valued at four, five or six. No matter what card the dealer has underneath, if he has one of these cards facing up, he must take another hit. Hits are risky, especially when one of your cards has a medium value. When a dealer has a bad hand, reverse all the advice you just read about the strong dealer hand.

Get all the money out there that you can. Double-down when you can. The same is true of splitting. With a few exceptions, all outlined in the chart, splitting is a good move that lets you get more money out on the table once you know that the odds are in your favor. And finally, don't take hits on tough hands. If you've got a bad hand and the dealer has a bad hand, why take a risk that you know he eventually has to take? Give him the opportunity to bust, stick with your hand.

Fair Dealer Hand

The dealer can also have what we'll call a "fair hand." A fair hand is when his top card is a two or a three. This isn't a great hand for the dealer to have. He will have to take at least one hit, but these hands often turn into something less than a bust for a dealer. Because of the uncertainty, be more cautious with doubling down and splitting, but at the same time, be cautious with hitting on bad hands. After all, we know that the dealer has to take that third card; if it is a bust card, let him take it instead of you.

Downright Dangerous Hand

As mentioned earlier, there is one last type of hand that the dealer can have. We'll call it the "downright dangerous" hand. This is when the dealer's upcard is an Ace. When this hand shows up, so does the whole question of whether or not to take insurance. Professional gamblers all agree; insurance is a bad idea. To get a Blackjack the dealer would have to have a card valued at ten underneath his top card. The best thing to do when the dealer has an Ace showing is to avoid putting more money on the table. That means don't take insurance, don't double down, and most of the time, don't split.

Counting Cards

Play according to the card chart or, at least, generally abide by the rules that govern the chart and you have a good chance of holding your own in Blackjack. In fact, even more so than with most other games in the casino. But if you are willing to go further and invest more time and thought into the game, you may find Blackjack to be the one game where you can find yourself chipping away at the house advantage. The method that takes you there is card counting, and technically it's a no-no in casinos. They'll give you the boot for doing it. So technically you shouldn't do it, or learn how to do it, but most importantly, you shouldn't get caught doing it.

That's why it is going to take some time and some thought, because card-counting in Vegas is a process that must take place only in your mind - you can't bring along a pencil and a pad of paper. However, the Vegas Games 2000 dealers are strangely accommodating when it comes to counting cards. They let you write down anything you want, and they are patient as you run through the numbers in your head. Thus, Vegas Games 2000 is an excellent way to learn, practice, and refine the skill of card counting.

Here's how it works. Research shows that if certain cards are removed from the deck the outcome between dealer and player changes. If there are fewer low cards in the deck and more high cards, the player wins more often. Conversely, when the deck contains many low cards and few high cards, the dealer has better odds. So by counting the types of cards already used in a deck, you gain an idea of the cards left in the deck. From there, you determine when things will generally go better for the dealer so you can bet low. When things are going our way, you can bet high.

To count, each card is assigned a number: either a zero, plus one, or minus one. Cards that bode well for the player are assigned a minus one, cards that

bode well for the dealer are assigned a plus one, the more neutral cards are assigned a zero. All the card values are spelled out below.

Card Rank	2	3	4	5	6	7	8	9	10	A
Card Value	+1	+1	+1	+1	+1	0	0	0	-1	-1

Total Card Count	-1 or below	0	+1	+3	+4
Wager	Minimum	1	2	3	5

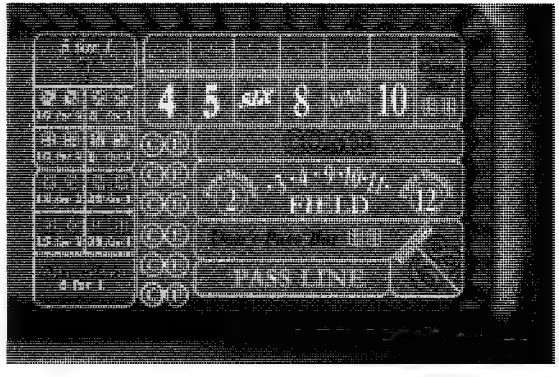
Example - As each card appears on the table, note their value and keep a running count in your head of where the deck stands. Let's say you are dealt a nine and a four, and the dealer has a ten showing. Our count goes like this: 0 (nine's value) plus (+1) (four's value) plus (-1) (ten's value) which equals 0. Let's then say you take a hit and your card is a 10. You bust, but you don't forget to keep that running total. Your total was 0, now you add -1 to it (ten's value), and your count stands at -1. The dealer then turns over his next card, a nine. Your count stands at -1 (nine's value is a 0).

In a single deck game your count could reach up into the +6 or -6 zone. With a count of +6 your next hand would be played under very favorable conditions. Many of your best cards are in the deck and few good dealer cards

are left in the deck. Now is the time to put money up to the line. However, if you had a -6 status, you would only want to be playing the table minimum. Professional gamblers give these suggested wagers when it comes to different card counts: -1 or below make a minimum wager, with a "0" count bet one unit, with +1 bet two units, +3 bet four units, +4 or above bet five units.

Note that this is only a very brief overview of card counting. There are entire books on the subject because many gamblers believe it is the best way to beat the casinos. Vegas Games 2000 is an excellent way to try it out. If you have a talent for the count you might want to research more advanced card counting methods and take them to the big city.

Craps

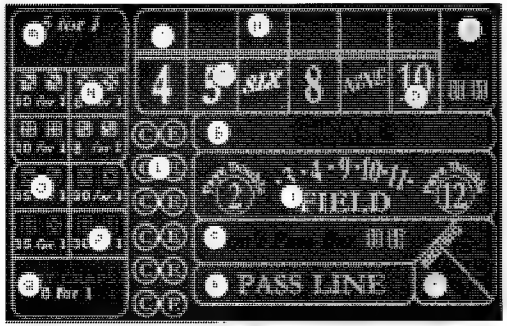


My father is a numbers man, so it follows that his favorite game is Craps. Not because this game is about numbers, but because the numbers are with this game. There are bets in this game that pay "true odds," a phrase golden to any gambler with a mind for math. True odds means that you are paid off exactly what the risk is worth. If you bet on something that comes out one time out of three, then when you win, you are paid three to one. I know what you're thinking – it sounds good, but it sounds complicated. Honestly, some aspects of craps are complicated, but others are just as simple as betting red or black on the Roulette

wheel. This section covers all aspects of Craps and tries to make the complicated simple. Also, I'll show you where to put your money for the best return in this golden numbers game.

How to Play

You can play with as many as three human-controlled opponents with the roll rotating between you and the other players. Whenever a roller or "shooter" fails to make his "point" (a term you will soon become familiar with), the dice pass to the next player. When it is your turn to roll, the word "SHOOTER" will appear over your name. But before any rolling is done, all players have an opportunity to place bets. To do this, place your bet(s) with the ○ button then signal you have finished betting by pressing the X button. The next player in line will get an opportunity to place his bets, and betting will continue in this fashion until all players have had an opportunity to place whatever bets they would like to make. The dice are then thrown and the outcome appears at the bottom of your screen.



What do the dice mean to you? Well, that depends on where you place your chips. The main areas of the table are the Pass Line at the bottom of your screen, the Don't Pass Bar immediately above it, and the numbered point boxes that make up the top of your screen. There is also the Horn bet/Hardway area on the left side of your screen and the Field, right above the Don't Pass Line. One roll of the dice means different things depending on where wagers are placed in each of these betting areas.

Come Bets

The first time you roll the dice is called your come-out roll. Bet a "Come" bet on your come-out roll by placing your wager where sample bet "A" sits on the table (on the Pass Line). A Pass Line wager wins one of two ways. First, it automatically wins if a seven or eleven is rolled on the come-out roll. Second, the Pass Line wins if the player makes his "point." A point is established if the come-out roll is a 4, 5, 6, 8, 9 or 10. The appropriate point (whatever the number of the come-out roll was) will be marked in the number boxes at the top of your screen with the white "ON" marker. If that point is rolled again before you roll a seven, the Pass Line bet wins. Whether you win by an automatic seven or eleven, or through the long journey of establishing and making a point, Pass Line bets pay even odds.

Once a point is rolled, the Pass Line bets cannot be removed. If, on the next roll, you roll another number besides the point, the Pass Line bet stays in place - it does not win or lose. It simply stays on the line until the point is made and the wager is paid off, or a seven is rolled and the wager loses. A Pass Line bet also loses on the come-out roll if a two, three, or twelve is rolled. Getting one of those numbers is also called getting craps, or "crapping out."

Let's assume that you are the shooter, and before making your first roll, you place a Pass Line bet (indicated as "A" on the chart.) On your first roll, you roll a nine, making that your point. At this time, bet "A" only pays if a nine is rolled before a seven is rolled. Before we roll again to try to get that nine, there are a few more bets to consider. The first is called "Odds." An Odds bet is a bet placed on top of your bet on the Pass Line. Whenever you place an Odds bet, the amount will appear beneath the number that indicates the size of the original bet. Different casinos allow different amounts of Odds bets, anywhere from two times to 100 times.

Vegas Games 2000 allows ten times odds, which means you can bet up to ten times your original Pass Line bet. When you place an Odds bet, you add a wager on your point, in this case, nine. But instead of getting paid even money as you do on the front-line, you get paid "true odds" on your Odds bet. True odds means you are paid off what your risk is worth. If your point only comes out one time out of three, you are paid two dollars on a one dollar bet, taking away all casino advantage. Here is the breakdown of Odds payments: if your point is a four or a ten and you make it, an Odds bet will pay you 2-1. If your point is a five or a nine, the payoff is 3-2. If your point is a six or eight, your payoff is 6-5.

You don't have to take odds on your bet, but you can do so at anytime after the point is established. You can also remove an Odds bet at any time, until a seven is rolled.

Example - Now let's do a test run. You throw the dice with a two-dollar bet on the Pass Line. A ten comes up and the point is placed on the 10. You take maximum odds by placing 20 dollars in chips on top of your two-dollar bet. You roll again, a four comes up, which means nothing good or bad happens to your bet. You roll again, a three comes up, again nothing good or bad happens to your bet (the

only time a two or three can hurt you is on that first come-out roll.) You roll again, a ten comes up, and you've made your point. The dealer puts two dollars on top of your front-line $2 bet, and next to your $20 bet he puts an additional $40 because a four or a ten pays 2-1.

Other Come Bets

Now that you've mastered a Pass Line wager, it shouldn't be too difficult to learn the next wager, especially since it is the same type of bet. Look at bet "B" on the Craps chart. It is placed in the Come box, under the place where the points are lined up. If you try to place a bet there on the come-out roll, the game signals that this is disallowed by beeping at you. Likewise, the game disallows a bet on the Pass Line after the point has been made.

The Come box is where new Come bets should be placed after the come-out roll. Making a bet here is just like making a Pass Line bet, only bets don't stay in that box after a point is made. Instead, the dealer moves the bet up to the point's number on the table. In our example bet the five was rolled, so bet "C" was positioned in that box. Just like the front-line bet, you may take Odds on your bet by adding an additional wager on top of the bet, once it is on one of the points. To see a better view of your wagers, put your cursor over the stack of chips. The original bet will be displayed directly beneath the cursor, and the Odds bet will be displayed under the original bet.

One more thing should be noted about this type of bet. Look at the chart again, let's say that the Pass Line bet "A" is yours and its point is nine. Let's also say that bet "C", which is sitting on five, is yours. You roll a nine, making "A" a front-line winner.

What happens to "C"? The answer is nothing - it just sits there, waiting for the next roll. But on the next roll, the rules change a little. The white point marker is moved to the side and turned over to the black side, on which the word "OFF" is printed.

Place Bets

Place bets can be made on the 4, 5, 6, 8, 9, or 10. You are betting that one particular number will be rolled before a seven is rolled. Wagers should be placed on the number you think will come in. On the chart, bet "D" is a Place bet on the number ten. Place bets on four and ten pay 9-5, place bets on five or nine pay 7-5, and place bets on six or eight pay 7-6. You may wager and remove Place bets at any time during the game.

Don't Come Bets

People who bet on the Don't Pass Line and in the Don't Come box are often called wrong way bettors. They are hoping for everything that the "Come" bettors are dreading. The Don't Pass Bar is called the back-line, and bets placed there work similarly to bets placed on the Come's front-line. Our example "F" is placed on the back-line, where you want to place your bets if you decide to go the 'wrong way'. On the come-out roll, bet "F" wins if a two or three shows up on the dice. If a 12 is rolled, it is considered a tie, and a roll of seven or 11 counts as a loss. If any other number comes up, a point is established. If a seven comes up before that point shows up again, the wrong way bettor wins. If the bettor feels that the seven is unlikely to be rolled, he can choose to reclaim his Don't Pass bet after the point has been established.

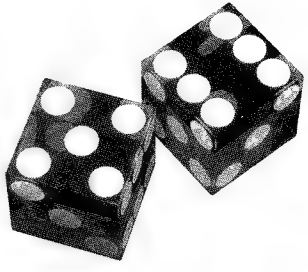
Where the Come bettor can take odds, the Don't Come bettor calls it "giving" odds, and he puts them on top of his original bet, just as the Come bettor does.

The big difference is the payoff. If the wrong way bettor gives odds that a seven will come in before a point of four or ten, he is paid $1 for every $2 he bets. If the point is a five or nine he is paid 2-3, and if the point is a six or eight, his payoff is 5-6.

After the shooter has established a point, new Don't Come bets must be placed in the Don't Come box marked with a "G" in the chart. Once these bets establish a point they are placed in their appropriate point box above the double line, in our example bet "H" the point is six. These types of bets are the inverse of Come bets described earlier, all the same nuances apply.

Lay Bets

Our sample bet "I" is a Lay Bet. Because it is sitting on four, we are betting that a seven will be rolled before a four. Lay Bets can be placed or removed at any time during play. A five-percent commission is given to the casino on Lay Bets, and then it pays true odds. But, remember, the odds of a seven coming up are higher than the odds of any other number coming up, and you bet that the seven will appear. Thus, your payoff is always smaller than the amount you wagered.



Horn Bets/One Roll Bets

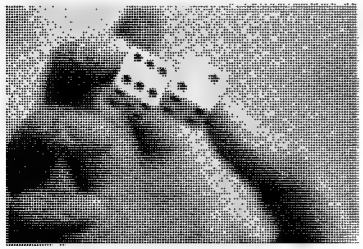
Many bets on the Craps table have nothing to do with the game you just learned to play. These bets usually depend on one roll of the dice, sometimes more. They are fun bets to make, but the casino edge is greater than betting in the two manners previously described. Let's go through them one by one.

Field Bets

To bet on the Field, put your wager in the box in the middle of the screen marked "Field," right where bet "J" is sitting. This is a one-roll bet. If 3, 4, 9, 10, or 11 comes up on the dice, you are paid even odds. If 2 or 12 comes up, you are paid 2-1. If a 5, 6, 7 or 8 comes up you lose your bet.

Big 6 and 8

Our bet "K" says that a six will come up before a seven does. If the six comes up we are paid 1-1. A bet on the Big Eight would be wagering that an eight would do the same thing. If you plan to put $6 on either Big Six or Eight you could make a better bet by "Placing" the six or the eight, in which case the payoff is 7-6, not 1-1.



Hardway Bets

On the left-hand side of the Craps table you will see our "N" bet sitting in a square. This square and the three squares closest to it are the "hardway bets." To win a hardway bet your number not only has to be rolled before a seven, but it has to be rolled a certain way, the "hardway." Our bet is on the Hard Ten, which means that two fives have to come up. A Hard Four means two twos, a Hard Six means two threes, and a Hard Eight means two fours. These bets will stay up until either a seven is rolled or a "softway" version of that number is rolled (in our "N" bet that would mean a roll of a six and a four).

Horn Bets

These bets at the bottom half of the box on the left side are one-roll bets that have big payoffs because they seldom come in. These are one roll bets on different dice combinations. The dice combinations drawn on the table spell out the bet you are making and tell you what the bet pays. In our example bets we are wagering with "O" that a three will be thrown, with "P" that a 12 will come up, and "Q" that any craps will turn up (2, 3 or 12). The Big Seven is also considered a horn bet; it sits on the top of the box where our "M" bet is placed, and pays five for one if a seven appears on the dice in the roll that follows the placing of the wager.

C & E

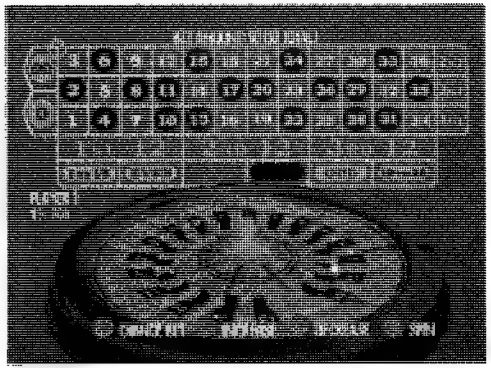
The "C" and "E" bet (bet 'L') is essentially a way to bet both the Craps and Eleven bets at the same time. Since bets placed here are valid for two types of rolls, the payoff on the C & E bet is half of the amount bet times the normal payoff. Therefore, any Craps will pay the C & E bet 4 for 1, and an eleven will pay 7.5 for one.

Strategy

Avoid the most recent bets we talked about; in fact, think of this outline as a guide of the best to worst bets. Start out with Pass Line bets and take all the odds you can. If you don't play that way, be a wrong-way bettor, because actually the most wrong of ways to play Craps is to take hard-ways and horn bets. The Field isn't a great bet; it gives the house a five and a half percent edge.

Hardway bets are bad bets; they give the house a nine to eleven percent advantage. If hardways are bad, horn bets are downright terrible; some of them give the house an advantage of as much as 16 percent. Your best bets are on the odds; once you make a point make sure you back up your bet with as many odds as you feel you can.

Roulette



"All of it on red." I've always wanted to walk into a casino, head straight for the Roulette table, pull out a week's worth of cash, and say just that. And now I can, using a player profile I've named "Bambi" who is a risk-taker. Roulette is a popular game among risk-takers and conservative gamblers alike because there are many different bets, with varying levels of risk. Bet your lucky numbers and hope for a huge return all at once, or bet on a color or a row of numbers and see winnings more frequently, but in smaller amounts.

How to Play

Thirty-eight numbered slots sit on the edge of the American Roulette wheel. Slots numbered 1-36 are painted red and black alternately, and the two slots numbered "0" and "00" are painted green. A small ball is spun around the edge of the Roulette wheel with the wheel set into motion in the opposite direction from the ball. The numbered slot that the ball falls into determines the winners and losers of the game. All the numbers on the Roulette wheel are also on the Roulette table, where bets are placed. Numbers 1-36 are lined up in three rows, with "0" and "00" perched at the end of the three rows. Around the edges of the numbers are boxes denoting different Roulette bets called "outside bets."

In live-play, the dealer often allows betting while the wheel is spinning, but in Vegas Games 2000 bets must be placed before the wheel is spun. To place bets, choose your chip denomination (see "Quick-bet Interface" instructions). Then, place the cursor over the number(s) or outside bets you wish to make (read on for a description of all available bets) and press the ○ button to place the bet you'd like to make. If an incorrect bet is placed, you may take back the bet by pressing the △ button while the cursor is on that stack of chips. Each press of the button will subtract the amount determined in the Betting Interface from the chip stack. Bet on as many different numbers and/or outside bets as you wish.

Your bets are always placed with yellow chips in single-player mode. If you wish to play with other players, they will be assigned different chip colors. You may place chips on top of other players' chips, and they may place chips on top of yours. All bets are recorded normally, even if they may not be visible due to a stack of chips over it. The size of a wager may be determined by placing the cursor over that chip stack and viewing the information given at the top of the screen. In Vegas Games 2000 each Player may place up to 125 bets per spin.

Place your bets, press "Ready," and the wheel spins. Two places on the screen indicate the winning number. The winning number is indicated on the right side of your screen. Also, you can actually see where the white ball fell on the slotted wheel.

Outside Bets

Look at the illustration of the Roulette table, and think of the numbered squares (including the "0" and "00" at the top) as the main course, and the boxes surrounding them as appetizers. Those boxed appetizers are called Outside Bets. They won't fill you - or your bank roll - like the main course, but there's a place for them, nonetheless. When your appetite for gambling isn't huge, it's good to stick to the outside bets. Below are the descriptions and payoffs on various outside bets. An example of each type of outside and inside bet is on the table on page 43, and will be referred to in the explanation of the bet.

Dozen Bets

The Dozen Bets are the boxes found closest to the numbers table on the left side. They are labeled 1st 12, 2nd 12, and 3rd 12. In our example bet marked "A," on page 43 we are betting that a number from 1-12 will come up. The second dozen is a bet on 13-24. The third dozen is a bet on 25-36. Dozen Bets pay 2 to 1.

Red, Black

Our "C" bet says the ball is going to fall on a red space. If it does, it pays even money. If it comes up on black, or that dreaded green, we lose.

Even, Odd

This is a bet on whether the winning number will be odd or even. Our "B" bet would pay even money (1 to 1) if an even number came up. Now think back to Math 101, is 0 an odd or even number? Answer: it isn't a number. Neither is "00" in this case. If either of those 'non-number' numbers come up, neither the even nor odd bets get paid off. In fact, all outside bets are swept away by the dealer. Those two green non-numbers are the house advantage in this game.

1-18 and 19-36

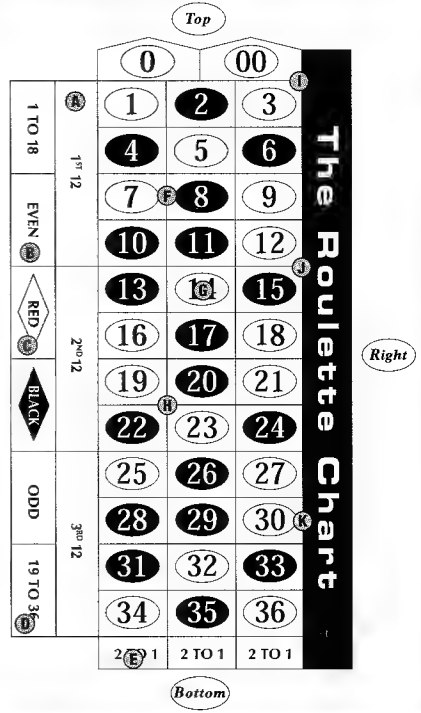
This bet is sometimes called a high-low bet. If one of the high numbers on the roulette wheel (19-36) comes in, our "D" bet wins. If a lower number (1-18) shows up on the wheel we lose. These bets pay even money.

Rows

On the bottom of the numbers table we find three squares that say two to one, which is what they pay. What they cover is the row of 12 numbers that sit on top of them. Our "E" bet covers the first row of numbers, so we would come up a winner if 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31 or 34 came up. Even though the "0" is perched partially to the left of that first row, we don't get half a win when the "0" comes up. Again, all outside bets lose if the ball lands on "0" or "00."

Inside or Numbers Bets

And now, onto the main course: the buffet of betting choices within the numbers table. There are so many choices that it's your own fault if your appetite for gambling isn't satisfied here. And many of the payoffs are so substantial that you could end up full and satisfied after one spin. Though there are only 38 numbers



Note: The table shown here is presented to illustrate the types of bets that may be placed. The Roulette table in Vegas Games 2000 is placed at a different orientation, and the use of descriptive terms (such as "rows" and "columns") is meant to apply to the table in the actual game.

to play with, there are several ways to bet on a number. The bet variations and payoffs are described below. Again, look to the chart to find sample bets.

The Straight-Up Bet

This is a bet that one particular number will come up on the next spin. Place a straight up bet by placing it in the middle of a numbered square. In this case, our "G" bet is centered on the 14. If 14 comes up, the payoff is 35 to 1.

The Split Bet

A split bet is placed on a line between two numbers. If either number comes up the payoff is 17-1. On our table, "F" is a split bet on seven and eight. You can make north/south splits or east/west splits; in other words, you could also place a bet on the line between four and seven. You can also choose to do a split bet between the "0" and "00."

The Street Bet

This bet is on a column of three numbers. The payoff is 11-1. To place the street bet, move your cursor along the north edge of the table. Center your cursor on the north side of the column you wish to bet on, and press the ○ button. Our example bet "K" covers the numbers 28, 29 and 30.

The Square Bet

This is a bet that one of four numbers in a square will come up. The wager is placed where the four corners of the desired numbers meet, so this bet is also sometimes called a "corner bet." The example "H" bet is a wager on the four numbers 19, 20, 22 and 23. If the ball landed on any of those numbers, the payoff would be eight to one.

The Line Bet

A wager that covers two consecutive columns of numbers, or six numbers all together, is called a line bet. To place this bet, move your cursor along the north edge of the table as you would do for a street bet, and center it on the line that runs between the two columns of numbers you wish to wager on. In our example bet, "J" is centered on the line between the column containing 10, 11 and 12 and the column containing 13, 14 and 15. If the ball falls into any of those numbered slots, the payoff is five to one.

The House Special

This is also called the five-number bet, but House Special is a more appropriate name because the bet so heavily favors the house by paying the worst odds that you can get in Roulette. This poor-odds bet can only be placed in one spot on the table, which is where our example "I" bet has been placed. The bet is placed on the column between the "0" and "00" and the column of numbers containing 1, 2 and 3. If the ball lands on any of those five numbers, the wager will pay off six to one.

Strategy

In Roulette, the house has a 5.26 percent advantage over the player. That means, all things being equal, you pay the casino 5.26¢ on every dollar just to sit at the table - unless you are playing the five-number bet we just discussed, in which case you pay the casino 7.89¢ on the dollar. So if there is one surefire strategy, avoid the five-number bet.

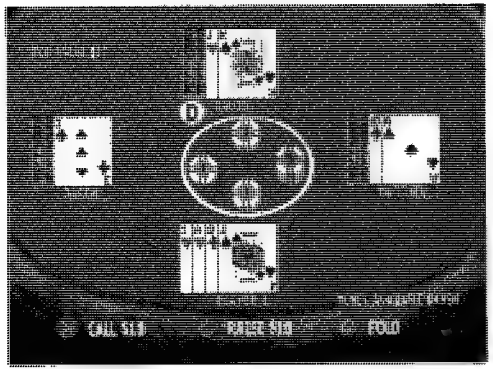
The other main strategy comes into play when all things aren't equal; namely, when the wheel is slightly off kilter and the ball is more likely to fall into certain slots. Because this is a computerized game, you are unlikely to encounter this

player advantage, but if you take your Roulette know-how to the big city, it might be worth it to see where the ball is consistently falling, and bet those numbers. Remember, the numbers aren't lined up consecutively on the wheel, so the area the number falls into won't be the 5-6-7 area, but perhaps the 14-35-23 area. If one area of numbers comes up more frequently than others, you might be onto something.

Another gaming strategy that you might want to try on Roulette is the good old "double-up" strategy. With this type of play, you start out with a low bet, say $1, on one of the even money outside bets. You can actually use this strategy on any type of Roulette bet, but you will soon see why it is more logical to do it on an even money bet. Let's say we are betting on red. We bet $1, and if it wins, fine, we take our $1 winnings and leave our original bet out there. But if it loses, double-up the original bet to $2. Then, with $2 out there, if we win this time we not only win last round's loss back, but we win another dollar.

The thing about the double-up is, if you hit a losing streak, doubling-up is a lot more painful than that initial double-up from $1 to $2. After just six consecutive losses your next bet is to $64, and we all know that doubling up again means a $128 wager out there on red. But you eventually have to end up with a win, right? You would think so, but what if you reach the table limit? Then you are stuck with your losses and no way to double-up again. And let's say you do win with something close to the table limit on the line. You have won a total of $1 for all the stress of placing bank-busting wagers on the table. But, yes, you have won a dollar; I'll give you that. The double-up strategy is one to think about, but not for long.

Poker



This table game is one that even the novice gambler usually knows something about. Maybe you've never even seen a Craps table before, or have never heard the sweet sound of the Roulette ball skipping into the slot with your lucky number on it. But you can't claim to be a total novice to gaming, because you've gotta know some Poker. The games you played among friends are not so different from the games played behind casino doors. This section goes over the basics of the five Poker variations you can choose from in Vegas Games 2000.

Game Options (Variations and Table Bets)

When you select the Poker icon on the main menu, a new menu will appear that lists the types of Poker variations you may play: Seven Card Stud, Five Card Stud, Five Card Draw, Jacks or Better, and Texas Hold 'Em. These games are described later in this section. After choosing your variation to play, another menu will appear, allowing you to control how much you bet during the game. If you choose $3-$6 wagers, you start the betting at $3 and can raise the bets by $3 or $6. Likewise, choosing $5-$10 starts the wager at $5 and bets can be raised by $5 or $10; choosing $10 - $20 starts the wager at $10 and bets can be raised by $10 or $20. Note that when playing Seven Card Stud, Five Card Stud or Five Card Draw at the $3 to $6 level antes will not be required at the beginning of the hand. After choosing your stakes, choose the desired game variation by selecting it from the menu. The only time you may choose a Poker variation and stakes is when you first enter the Poker room; you may not change stakes or variation mid-game.

How to Play

Regardless of what variation of Poker you play, the object of the game is always the same - beat the other players' hands. No matter what Poker game you are playing, the rank of hands, strongest to weakest is: Royal Flush, Straight Flush, Four of a Kind, Full House, Flush, Straight, Three of a Kind, Two Pair, and High Pair (see chart on page 50). Since there's no way to make hands visible only to their owners, you will play against two or three computer-controlled players. The players' spaces are marked at the table with a nameplate. The player who is designated the 'dealer' of the game has a "D" next to his nameplate. The duty of dealer rotates clockwise after every hand.

Hand	Description
Royal Flush	10, J, Q, K, A all of the same suit.
Straight Flush	Five cards of the same suit in sequence.
Four of a Kind	Four cards of the same rank.
Full House	Three of a kind and a pair.
Flush	Any five cards of the same suit.
Straight	Five cards in sequence. Ace can be high or low.
Three of a Kind	Three cards of the same rank.
Two Pair	Two cards of one rank and two cards of another rank.
A Pair	Two cards of one rank
High Card	In the absence of any of the above combinations, the highest card in your hand becomes the rank of your hand. Example - - Ace High.

Depending on the betting values and the Poker variation being played, Vegas Games 2000 may require you to ante before the hand is dealt. To do this, press the "Ante" button shown at the bottom of your screen. The antes are placed in the center circle on the screen. The total value of the pot at any time shown. After each player antes, the computer will distribute cards. The amount and method of card distribution varies according to the game.

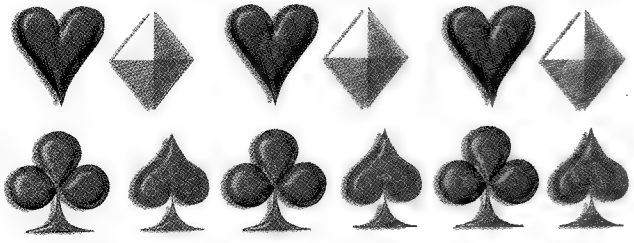
No matter the game, players have all available playing options indicated at the bottom of the screen. At different times during play, some options cannot be used. The list of play options is dynamic, and they will change depending on whether they are available or not. The main options are Fold, Bet, Check, Call or

Raise. Except for certain times while playing "Jacks or Better," the "Fold" option is always available to the player. If you choose to "Fold," play on your hand stops and you lose your ante and all bets placed in the pot. You must wait for the other players to finish playing their hands, concluding the game, before you can enter a new game.

You can choose to "Check," putting no money into the pot, but remaining in the game. The check option is only allowed when you are the first person to play, or if the players before you checked as well. At this time, the "Bet" option is also allowed. If you select this option, you open (begin) the betting. Everyone else at the table must match or raise your bet to stay in the game. Once a bet has already been established, you must match or raise it to stay in the game. To match a wager, press the "Call" button. The game will automatically throw into the pot as much money as necessary to include all raises that might have occurred.

If you raise the bet, players have to match or raise your bet to stay in the game. Likewise, if another player raises the bet, you must match or raise it to continue playing. Bets may be raised in different increments according to the stakes you are playing with. To raise a bet, press the "Raise" button. In one round of betting, you may be called on several times to add money to the pot because the betting keeps being raised by other players.

Card distribution and betting rounds vary from game to game and are detailed under the specific game headings below. However, all games end in the same manner. Once a hand has concluded, the pot is transferred to the bankroll of the winning player. Over every player's cards, the rank of his hand is shown (i.e., full house, two pair). After this the "Next" button appears. To clear the cards and winnings and begin a new game you must press "Next," at which point you may either ante for the next hand, or exit the game.



Seven Card Stud

In Seven Card Stud, players are dealt a total of seven cards, from which they must build a strong five-card hand. To start everyone is dealt three cards, two face down and one up. You can view all of your cards and the cards dealt "up" to the other players. Then, a round of betting ensues. The player with the lowest card showing starts the betting. Then another card is dealt, face up, to each player who stays in the game. You can now see two cards in your opponents' hands. Another round of betting ensues. This time, and all subsequent times, the betting starts with the person who has the best hand showing. A total of four cards are dealt face up, each followed by a round of betting. Finally, the seventh card is dealt face down and the final round of betting is made. The player with the strongest five-card hand wins.

Five Card Stud

In this game, there is no cushion to your hand. You must make a strong five-card hand out of the first five cards you are dealt. After any antes are made, two cards are given to each player, one card up, one card down, and a round of betting

begins, and proceeds in the same fashion as it does Seven Card Stud. The third card is dealt, face up, to each player still in the game, and another round of bets is made. This time and hereafter the bet starts with the player who has the best hand showing. A fourth card is distributed, also dealt "up." You can now see what four of the cards in your final hand will be, plus three of your opponents' four cards, and everyone bets again. After the fifth card is dealt, again face up, a final round of betting ensues before the hands are tallied and the winnings are awarded.

Five Card Draw

There are fewer rounds of betting in this game, so the wagers and winnings tend to be smaller. After antes are placed, five cards are distributed to each player, but the only hand you can see is your own. One round of betting is then held, after which you must choose which of your five cards you want to keep and which you want to discard. After the initial betting round, the left-hand most card in your hand will start to wiggle, indicating that you may elect to discard it by pressing the ○ button. Each one you select in this fashion will be placed above those you wish to keep. After you have indicated all the cards you wish to discard, press on the X button to discard those cards that you've indicated. The discarded cards are replaced with new cards from the top of the dealer's deck. Another round of betting takes place and then the winnings are awarded. Remember, in this game you never see what another player is holding. The only thing you see is how many cards he chooses to discard and how many he keeps.

Jacks or Better

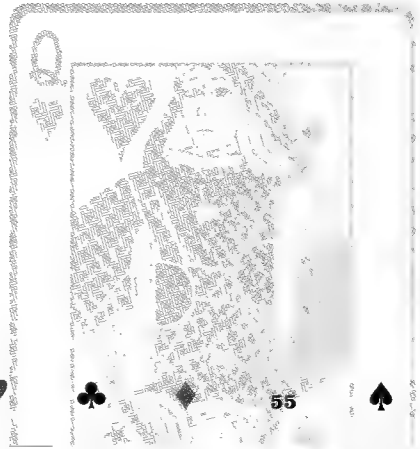
This game is different from the other games because one player must have a decent hand in order for the round to be played. To begin, each of the players is dealt five cards, all down. If you do not have a pair of Jacks or better within the first five cards you are dealt, you must press the "Check" button. If everyone at the table is forced to check, a new set of antes is added to the pot and new cards are distributed, beginning a new game. When one of the players finally receives a pair of Jacks or better, the betting may open. At this point everyone can play his hand; you do not have to have Jacks or better to stay in the game. Once a player opens, the initial betting round takes place as it normally would, including raises, until all players have either called or folded. As in Five Card Draw, indicate the cards you do not wish to hold, and they will be discarded for new ones when you press "Ready" once again. Another round of betting then begins, after which all cards are turned over, and the winner is determined.

Texas Hold 'Em

This game is currently the most popular Poker variation played in Nevada. In this game the players receive two individual cards, but also share common cards which are dealt into a box at the top of the screen. The hope is that your two cards supplement the shared cards better than the two cards held by your opponents. The game begins differently than the other Poker variations, because there is no ante. Instead, you must press the "Bet" button, at which point two cards will be dealt face down to all players (you can only see your own two cards).

Bets are automatically placed by two of the players – sometimes that player will be you. These are forced bets, placed by designated players, called the

"Little Blind" and "Big Blind." After every hand these designated positions rotate, so everyone at the table gets an equal turn at being the Little or Big Blind. If you are designated as the "Little Blind," this means you are the first player and forced to make one-half the minimum table bet. To the left of the Little Blind is the "Big Blind." The Big Blind must wager one-half of the table maximum. Any fractions that result from either of these bets will be rounded down. The rest of the first round of betting then proceeds normally with the other players deciding whether to call, raise or fold. Three shared cards are then dealt at the top of the screen. Another round of betting follows, after which another shared card appears at the top of the screen. Betting begins again and is followed by the final shared card being placed. One final round of betting then ensues. The player who makes the strongest five-card hand out of his two individual cards and the shared five cards wins the pot. Any ties that occur will result in the pot being split between the two winners.



Slots

Can you believe that some gamblers remember a time before slot machines? They weren't introduced into casinos until the 1940's when the Flamingo Hilton decided to give them a spin. Today, casinos are recognized for their rows upon rows of these metal menaces. Recreational gamblers often spend hours at a stretch dropping in coins and hoping to become a "reel" winner. They are easy to play, if not easy to win on, and they make kooky sounds and flash bright lights when you end up a 15¢ winner. Could you ask for anything more?

Coin Denominations

When you select Slots from the Main Menu, a selection of Slot Machines will appear for you to choose from: Ancient Treasures, Buffet, Love 2 Win, Easy Money and Beyond the Stars. After choosing any one of these machines, you will be asked whether you would like to play with $1, $5 or $10 coins. Naturally, the higher the coin denomination, the higher the risk.

How to Play

There are two ways to place your bet in slots: you can bet one by pressing the ○ button as many times as the number of coins you'd like to bet. Or, if you bet the max by pressing the X button, the game automatically deposits the maximum bet and spins the reels. If you don't bet the maximum, you must press the "Spin" button.

A note about payoffs: your payoff is shown under "Credits," in red numbers, on the right side of your screen. Press "Cash Out," the △ button, to convert your credits to cash. If you forget to do this when you leave your machine, the game will do it for you.

Progressive Jackpots

Each slot machine has a progressive jackpot that gets larger and larger as more money is fed into the machine. The size of the potential payoff can be determined from the figure at the top of the payoff schedule, where it is expressed as the number of credits that you will win if you come up with the correct spin. So, if you're using $10 coins, you'll get ten times the jackpot that you would win if you were only betting $1 coins!

All jackpots range from 5,000 to 25,000 credits. As they keep getting larger and larger, there is always the off-chance that they may, without warning, dwindle to their pre-buildup amount. Vegas Games 2000 does this to simulate the concept of another slots player winning it out from under your nose. You didn't think that you were the only gambler in this casino, did you?

Ancient Treasures

This game allows you to play one to three coins all on the center payline. There are four reels to match up, in different combinations, with hopes of hitting that progressive jackpot.

Buffet

There are several lines to check for winners if you play the maximum bet. The first coin covers the centerline, the second covers the top row, and the third coin covers the bottom. The fourth and fifth coins cover two diagonal paylines. Three dollar sign symbols on any payline wins the progressive jackpot.

Love 2 Win

Everything is coming up roses, but the payoff is better if everything comes up hearts. This game has four reels that spin around flowers, hearts, and some arrows as well. Bet one coin on the center payline, the second on the top, and a third coin to cover the bottom. Four hearts will get you the progressive jackpot.

Easy Money

There are three paylines on this game, which means you have three places to win. So, if it takes a one coin bet per payline, why can you play up to four coins on this game? Well, because the fourth coin doubles all your winnings. The first coin covers you on the centerline, the second coin gives you the payline above it, and the third coin covers the bottom payline. The payoff table, above the reels, remains the same for coins one through three, but doubles when that fourth lucky coin is inserted. Three diamonds, on any line, wins the progressive jackpot.

Beyond the Stars

This game allows you to bet one to three coins. To win the progressive jackpot, three spaceships must appear on the payline. There is only one payline in this game; it is marked with a thin red line. All payoffs are outlined above the reels according to how many coins were played.

Video Poker

Video Poker is my mother's favorite game. She says it's a little like playing the Slots because you can go at your own pace and not have to worry about other players getting impatient. However, she prefers it to Slot Machines. Instead of just watching the wheels spin, she must decide how to play each hand. In Las Vegas, Video Poker machines are located near the slots. They are the general size and shape of Slot Machines and accept nickels, quarters, dollars or five-dollar coins, depending on the machine. In Vegas Games 2000 you may only play with $1, $5, or $10 coins, but you may choose between five Video Poker variations. This section teaches you to

play each variation, and which to stick with if you are out for the most winnings. You will also learn some basic Video Poker strategy - without it, Video Poker is just like plunking coins into a Slot Machine and watching the wheels spin.

Coin Denominations

First, select Video Poker from the Game Select Screen. A new selection of Video Poker games will appear: "Double Down," "Jacks or Better," "Jokers Wild," "10s or Better," and "Deuces Wild." Choose the variation you want (differences between the games are detailed later in this section). After choosing any one of these, you will be asked whether you would like to play with $1, $5 or $10 coins.

How to Play

As with the Slot Machines, you can place your bet by pressing the "Bet One" button as many times as the number of dollars you would like to bet on that hand. The computer automatically deals the cards to begin a game if you press "Max Bet," which inserts the maximum number of coins that the particular game will allow per hand. It also deals automatically if you bet the maximum by dropping that many coins into the machine by pressing "Bet One" repeatedly. If you bet anything smaller than the maximum, you must press the "Deal" button to begin the game.

The game starts with the machine dealing each of the five cards. Underneath each card is a rectangular button labeled "Hold." You decide which of the five cards to hold and which to discard. To hold a card, use the left and right directional buttons to select the "Hold" button beneath the card you would like to keep, and then hit the ○ button to register your selection. To reverse your selection, simply press the ○ button for that card's Hold switch again. You can tell a card is being held when the word "Held" appears on that card. To discard the

remaining cards, which are not marked as held, press the X button. The game will then deal another card for each one discarded. The final five cards decide if the hand is a winner. If the hand is a winner, the payoff earned by the hand will be highlighted on the payoff table.

The Payoffs

All five Video Poker games show the payoff chart above the cards. This display is active and will change, depending on how many coins are inserted, to reflect the higher payoff. The progressive jackpot is the top payoff for each game, which can be earned by getting a natural Royal Flush. The progressive jackpots in Video Poker operate the same way as they do for Slot Machines. The size of the potential payoff can be determined from the figure at the top of the payoff schedule, where it is expressed as the number of credits that you will win if you come up with the correct spin. So, if you're using $10 coins, you'll get ten times the jackpot that you would win if you were only betting $1 coins!

All jackpots range from 5,000 to 25,000 credits. As they keep getting larger and larger, there is always the off-chance that they may, without warning, dwindle to their pre-buildup amount. As with the slot machines, Vegas Games 2000 does this to create the impression that there are others in the casino, each with their own chance of hitting the jackpot.

The Hierarchy of Poker Hands

The chart on page 50 illustrates which hands to strive for in Video Poker, starting with the best payoff hand, the Royal Flush. Make sure to remember which game of video poker you're playing, so that you don't try for a pair of tens when there is no payoff for that combination.

Double Down

This game is a variant of "Jacks or Better," with a fun extra way to bet your winnings. It takes a pair of Jacks, Queens, Kings or Aces to get your initial bet back. To earn, you must have a hand from the chart that beats a pair. If you have a winning hand, you have the option to play another type of game called "Double Down." The "Double Down" button sits on the left side of your screen, next to your cards. It is invisible until you produce a winning hand, then it appears and you can press the □ button to wager your winnings. The game automatically wagers all your winnings if you double down. If you won $5 on the hand, your wager is $5; if you won $1,000, your wager is $1,000.

The game begins "Double Down" by dealing five new cards. The first card is dealt face up. This card is the dealer's card and the card to beat. Choose one of the face down cards to beat or tie the value of the dealer's card. The cards are ranked in value from lowest to highest: Two to Ace. If your card is smaller than the dealer's card, you lose the winnings that you just wagered. If your card is higher than the dealer's, your original winnings are doubled. If your cards equal the dealer's, then you "push," neither winning nor losing, and may play again. You have the option to play again for double or nothing, or you can stop playing "Double Down" by pressing Cash Out. If you cash out, the machine credits your winnings and applies them to your cash on hand. You can also quit "Double Down" by pressing "Deal" to start a new hand.

Jacks or Better

In this game, you can earn a payoff by hitting any combination listed in the chart on page 50, except for a pair of anything lower than Jacks, thus the "Jacks or Better" title. The payoffs are the same as the payoffs for "Tens or Better," except for the flush and full house payoffs.

Jokers Wild

In this game you must have two pair or better to win, but you have additional help creating a winning hand - the presence of the two Jokers. There are two Jokers in the computer deck, and when one of them appears in your hand, you can utilize it as you wish. It can complete a straight, be part of a flush, or make a lousy pair of fours turn into a downright ravishing three of a kind. This game also has the "Double Down" option, if you win a hand. When "Doubling Down" remember that the Joker is the highest ranking card, beating even an ace.

10s or Better

This game will give you a payoff for any of the hands displayed earlier in this section. However, notice that the payoff for a pair of tens or better means simply getting your bet back. It takes more than a pair to really "win."

Deuces Wild

You must have three of a kind or better to win, but you have four wild cards in the deck to help you: the two of hearts, clubs, diamonds, or spades. The four deuces in this deck are marked with a "WILD" to make them easily identifiable.

Strategy

There are two important things to remember in order to win at Video Poker: bet high and bet often. The professional gamblers who convert Video Poker into a paycheck say that the only way to win is to hit the progressive jackpot with a Royal Flush. Now, that doesn't mean you should discard every

card that isn't royalty - you have to win the small pots to stay in the game – but winning at Video Poker means taking a long-term view of the game. Plan on sticking around for more than a few hands (according to the odds, royal flushes hit once every 40,000 hands). And, most importantly, always, ALWAYS, bet the maximum credits so you don't earn a measly payoff for the grandest of hands.

As for the not-so-grand Poker hands, here are general do's and don'ts that beginners tend to goof up. First, remember that having a high card like an Ace, King, Queen or Jack doesn't mean you should keep it at all cost. Example: you have a pair of 10's, a 6, a 3, and an Ace in your hand. Now, of course you get rid of the 6 and the 3, and you hold onto the pair, but do you keep the Ace, hoping another one shows up? After all, that would give you two pair, an excellent hand. The answer is no. It is a better bet to hold onto your pair and discard the rest. That discarded Ace might get you another 10, turning your hand into three of a kind. This same principal applies if you are holding a high card and three of a kind. Go after four of a kind and forget the high card.

Now, let's say you have three cards of the same suit and two cards of a different suit. All of the cards are low cards; there are no pairs and no chance of forming a straight. Do you save the three cards and hope for a flush? No. Often the inclination is to hold onto whatever little thread of a hand we have, but the odds are against you. The only time you should hold onto a three card flush is when there is potential for a straight flush (five consecutive cards of the same suit); then the risk is worth it.

Let's talk more about straights. There are hands called inside straights and hands called outside straights. A hand with an inside straight is one needing a middle card to complete the straight. For example, a hand with 5, 6, 7 and 9 needs an 8 to complete the straight. A hand with an outside straight is one that already has a mini-straight, but needs one card above or below to complete it, such as 3, 4, 5, and 6. Drawing either a 2 or a 7 would give you a winner. Because so few cards complete an inside straight, do not try to draw to an inside straight, unless it is an ace-high straight. However, if you have an outside straight, always draw to complete it. Finally, if you only have three cards making an outside straight, don't try to complete it; the odds just aren't with you.

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